FADE TO BLACK™

PC-CD

Delphine Software International

Delphine Software International and **Adeline Software** International are two of fifteen companies belonging to the Delphine Group.

Specializing in the development of computer and video games, Delphine Software International (DSI) was created in 1988.

All Delphine Software International game designs and developments are led by Paul Cuisset. In 1995, 30 programmers, designers and musicians are working in-house for him, using state-of-the-art development tools: 10 Silicon Graphics Indigo and Indigo 2 workstations with Softimage and Alias, 4 infrared Acti-System cameras, and a 76-track Automation MIDI recording studio. Without question the label is positioned as one of the world's top video game developers.

In 1993, Delphine Software International propelled itself into the intimate circle of the respected creators in the worldwide game industry with its megabuster ***Flashback: The Quest for Identity***™, a fast-paced action/adventure and winner of France's prestigious 4 d'Or award. With ***Flashback: The Quest for Identity***™, Delphine Software set a standard in the field of animation. The amazingly fluid movements of the hero Conrad were obtained by using Rotoscoping, a technique that allows a movie-like animation of 24 frames per second.

Using the same technique, Delphine Software developed a fighting game called ***Shaq Fu*** featuring Shaquille O'Neal, the blossoming US basketball star. Electronic Arts published the game in 1994 on Sega and Nintendo's 16-bit platforms

In ***Fade To Black***, Paul Cuisset (creator of ***Flashback: The Quest for Identity***™ and ***Shaq Fu***) is again using an advanced technology: instead of basing animations on video footage (rotoscoping), his new system uses infra-red cameras to "capture" motion. (The character filmed has ultra-sensitive reflectors on his body.) ***Fade To Black*** uses a unique system of "virtual cameras" that follow the action, thus providing a movie-like feeling to the game. ***Fade To Black*** is in real-time 3D with texture-mapped, polygon-rendered objects and backgrounds.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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Introduction/Objectives

2190 AD. The solar system is in the clutches of an alien race, a race beyond control. Morphs—all surface, no substance—are able to replicate any shape at will. Controlled by auxiliary-master brains, this breed of impostors has systematically reduced mankind to a whimpering quagmire of indecision and paralysis.

Enter Conrad. Plucked from a cryogenic slumber, the hero is installed in a moon-based penitentiary where he befriends dissident leader John O'Connors, also a prisoner. The pair escape to an orbital base occupied by Mandragore, the rebel organization with whom O'Connors is affiliated.

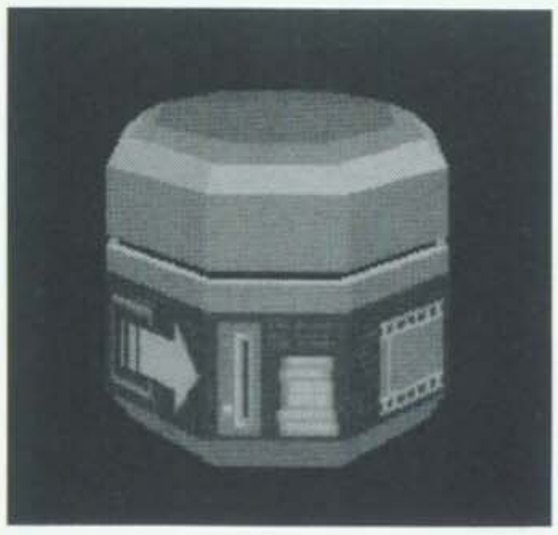
Thus Conrad is recruited—his mission, as saboteur, to run covert missions for Mandragore in attempt to destroy the Morph empire. One by one Conrad knocks down the walls, until he discovers the true meaning of a sick mind.

Starting The Game

1. Place the CD in the CD-ROM drive.
2. Type **C:** and press Enter. (If the game was not installed on the C: drive, enter the appropriate drive letter.)
3. Type **CD\F2B** (or the directory to which you installed the game), then press Enter.
4. To load the game, type **F2B** while in the game directory, then press Enter.

- To quit a game in progress, press Esc, press ↑ TWICE, then select EXIT GAME from the InfoCell.

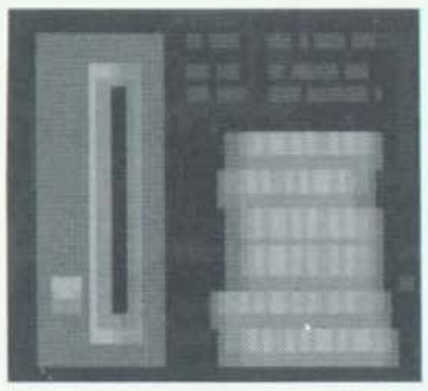
InfoCell

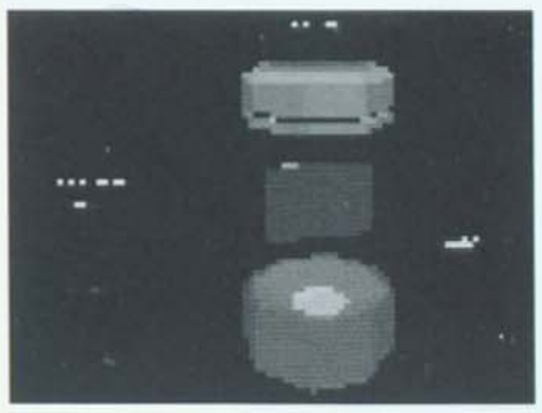


The InfoCell is where you choose options and load games.

- To access the Information Cell, press Esc, then press ↑ TWICE.
- To rotate Information Cell Options, press ← →.
- To activate an option, press Enter.
- To exit the InfoCell, press Esc TWICE.

New Game



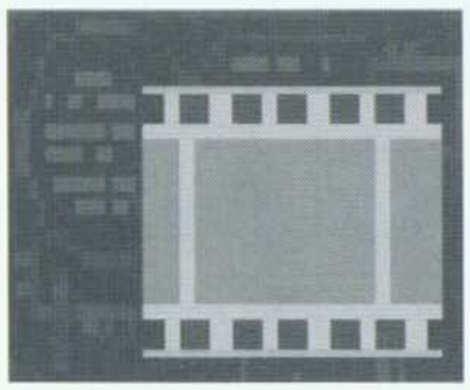


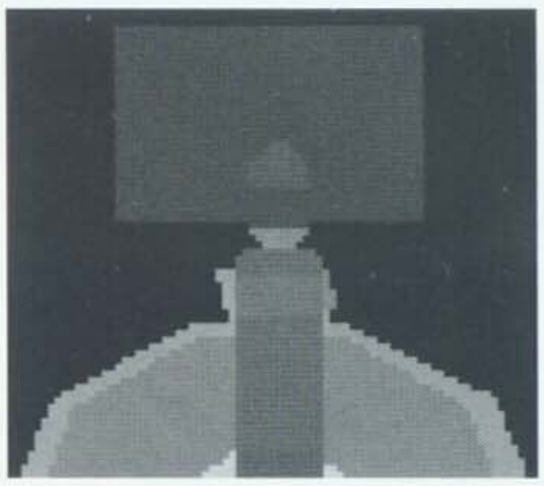
Begin a new game.

Here you can select a level of difficulty.

- To cycle levels of difficulty, press ← →. In EASY mode, Conrad's bullets do twice the normal damage, while the enemy's bullets do half the normal damage. In HARD mode, Conrad's bullets do half the normal damage, while the enemy's bullets do twice the damage.
- Once you've selected a level, press ↓, then press Enter.

Play Demo

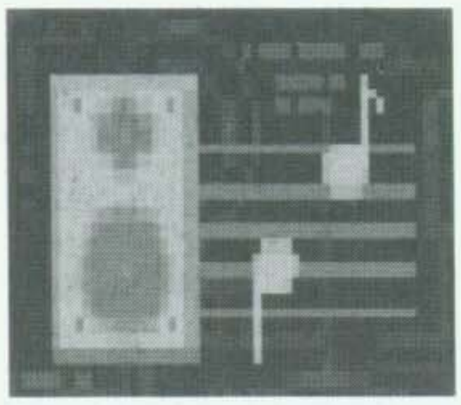


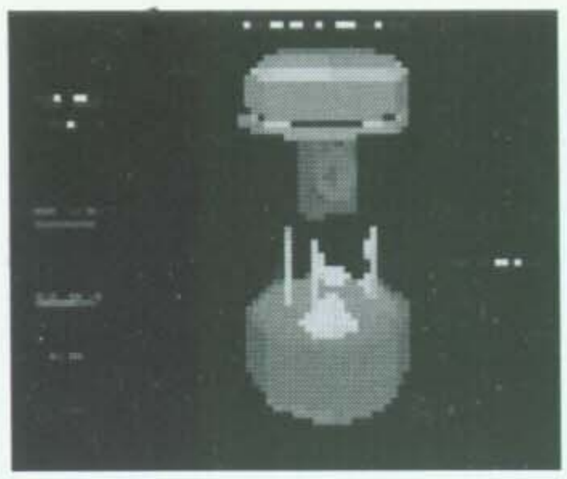


The creators of *Fade To Black* have provided a demonstration to familiarize you with the game's workings. Just sit back and watch Conrad do his thing.

- To load a demo from another level, press Spacebar.
- To exit a demo, press Esc.

Change Sound Configuration

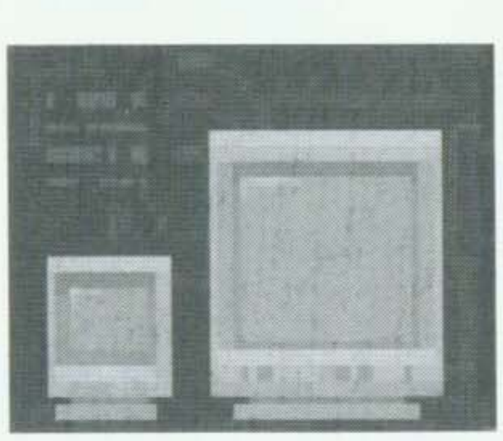


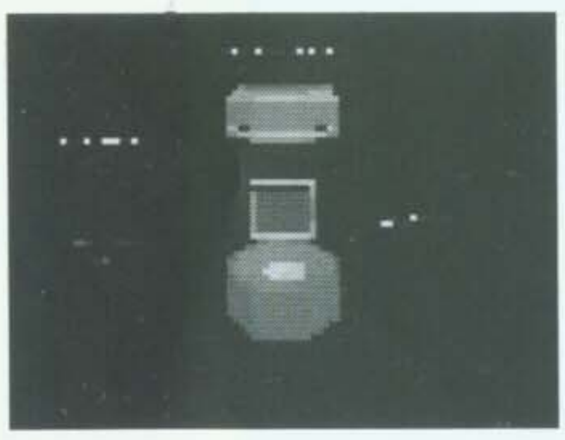


Set Sound Volume, Music Volume, and sample sounds and music.

- Use ↑ ↓ ← → to select options.
- To sample a sound, highlight SOUND, press ← → to select a sound, then press Enter.
- To sample a piece of music, highlight MUSIC, press ← → to select a sample, then press Enter.
- To return to the InfoCell, press Esc.

Change Graphics Configuration



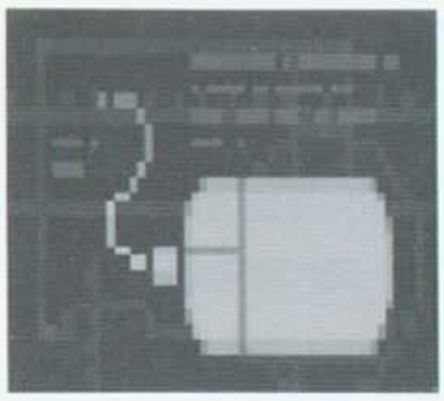
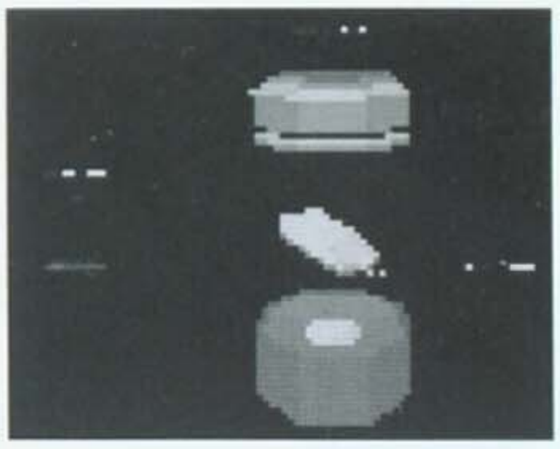


Set resolution, shading, and graphics quality.

- Use ↑ ↓ ← → to select options, then press Esc to return to the InfoCell.

Note: Low graphics quality settings optimize game performance. The game runs faster on *FLAT* shading than it runs on *GOURAUD*.

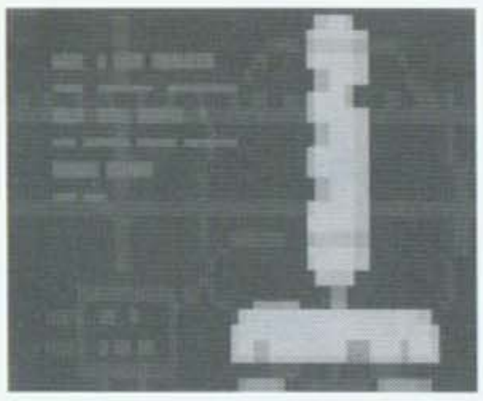
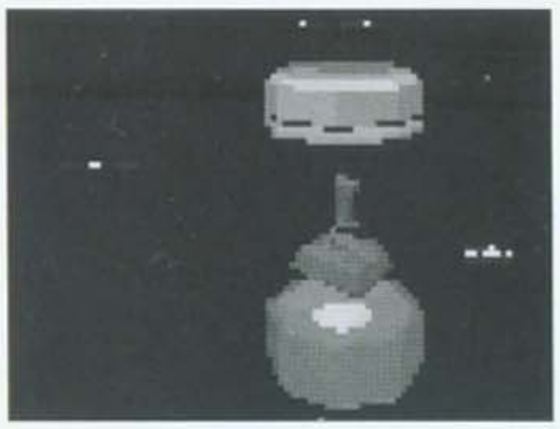
Select Mouse

Toggle mouse ON/OFF. When you select MOUSE ON, you can set the mouse's sensitivity.

- Use ↑ ↓ ← → to select options, then press Esc to return to the InfoCell.

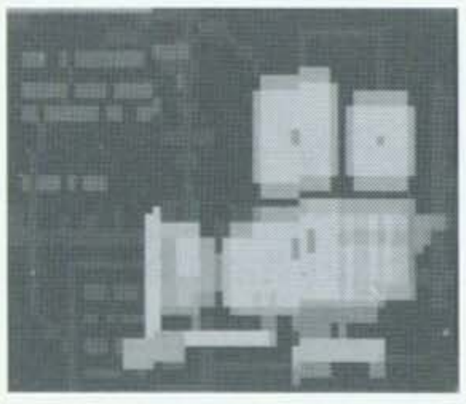
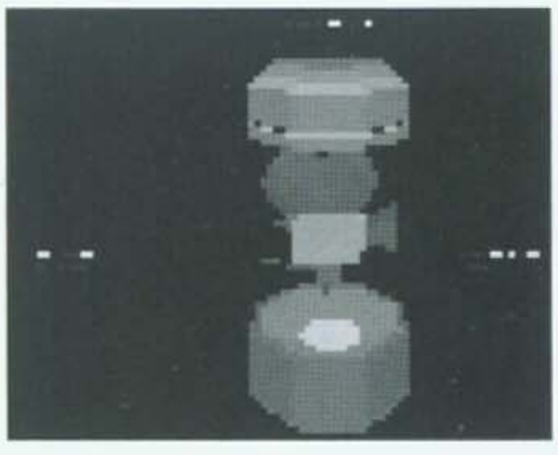
Select Joystick

Toggle joystick ON/OFF. When you select JOYSTICK ON, you can calibrate the joystick.

- To calibrate the joystick, follow the prompts on the screen.
- Use ↑ ↓ ← → to select options, then press Esc to return to the InfoCell.

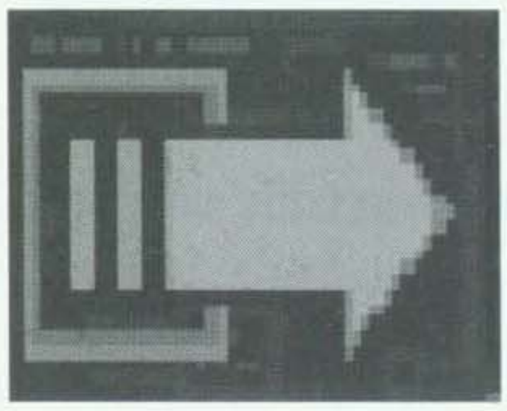
Play Movie Clip

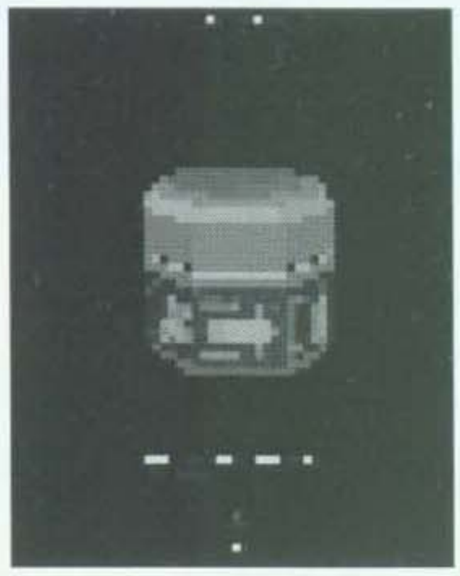



Play a movie clip from the game. A new clip is added to the Movie Library after it is first seen in the game.

- Use ← → to select a clip, then press Enter to play.
- To Return to the InfoCell, press Esc.

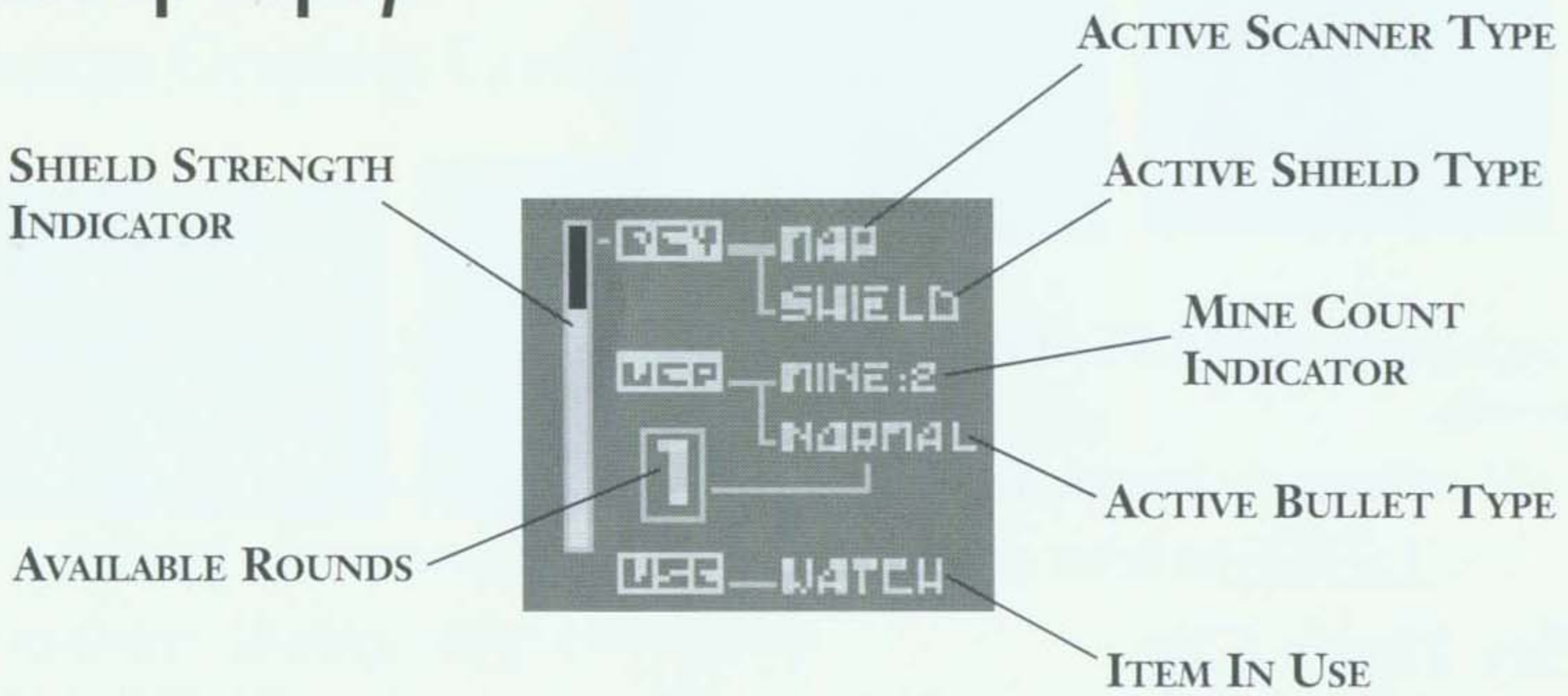
Exit Game





Return To DOS.

Heads Up Display



Shield Strength Indicator

This indicates the status of Conrad's protective garments. When the yellow bar reaches the bottom of the scale, the shield is ineffective, and Conrad has no protection. When the shield is at low strength, the HUD flashes.

The shield can be restored to full effectiveness. To restore the shield to full strength, step on a Charging Station and press Spacebar. See *Charging Station* on page 11 for information.

Energy Rechargers may be found throughout the game.

Active Scanner Indicator

This indicates the type of active scanner. The Scanner's name flashes when in use.

- To activate a scanner, press [1] repeatedly until the scanner you wish to activate appears.

Note: Some scanners use the shield's energy. When you activate inventory devices, shield strength diminishes slowly but steadily. Use these items sparingly.

Mine Count Indicator

This indicates the number of Bouncing Mines in Conrad's inventory.

Shield Type

This indicates the type of shield currently employed. The Shield's name flashes when in use.

- To activate an alternative shield or suit, press [2] repeatedly until the shield you wish to activate appears. (You must obtain alternate shields before you can activate them.)

Note: When you change from a standard shield to another suit, such as the Anti-Radiation Suit, shield strength diminishes slowly but steadily.

Bullet Type

This indicates the type of ammunition currently activated in Conrad's gun.

- To activate an alternative type of ammunition, press [4] repeatedly until the ammunition type you wish to activate appears. (You must obtain alternate ammunition before you can activate it.)

Available Rounds

This indicates the number of rounds remaining in the loaded clip. [Enter] loads a new clip.

Usable Item

This indicates the Usable Item currently in use.

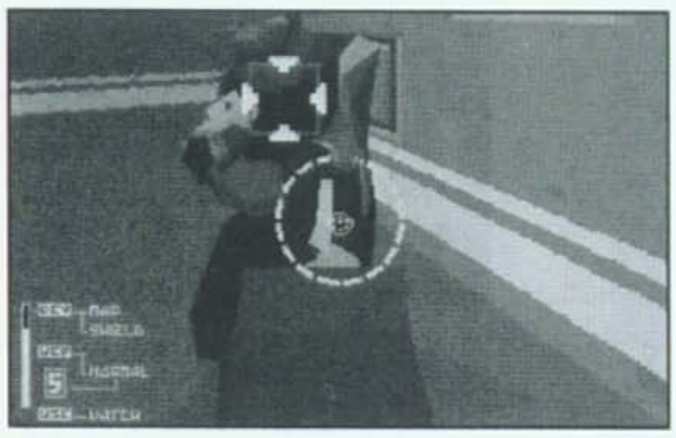
- To activate a Usable Item, press [5] repeatedly until the object you wish to activate appears.

Actions

Moving

See the back of the CD case for the key commands. Mouse and Joystick users, see *Input Devices* on p. 14.

Shooting



- To aim, press **RIGHT** Alt to activate Combat Mode. A red target icon appears on the target when your aim is on.
- To fire, press the **RIGHT** Ctrl when in Combat Mode.
- To reload, press Enter. Each clip holds 9 bullets.

Note: If a yellow target with a red dot appears on Conrad, a Morph or machine is targeting him. The red dot indicates the Morph's or machine's position relative to Conrad.

Conrad also has access to Bouncing Mines.

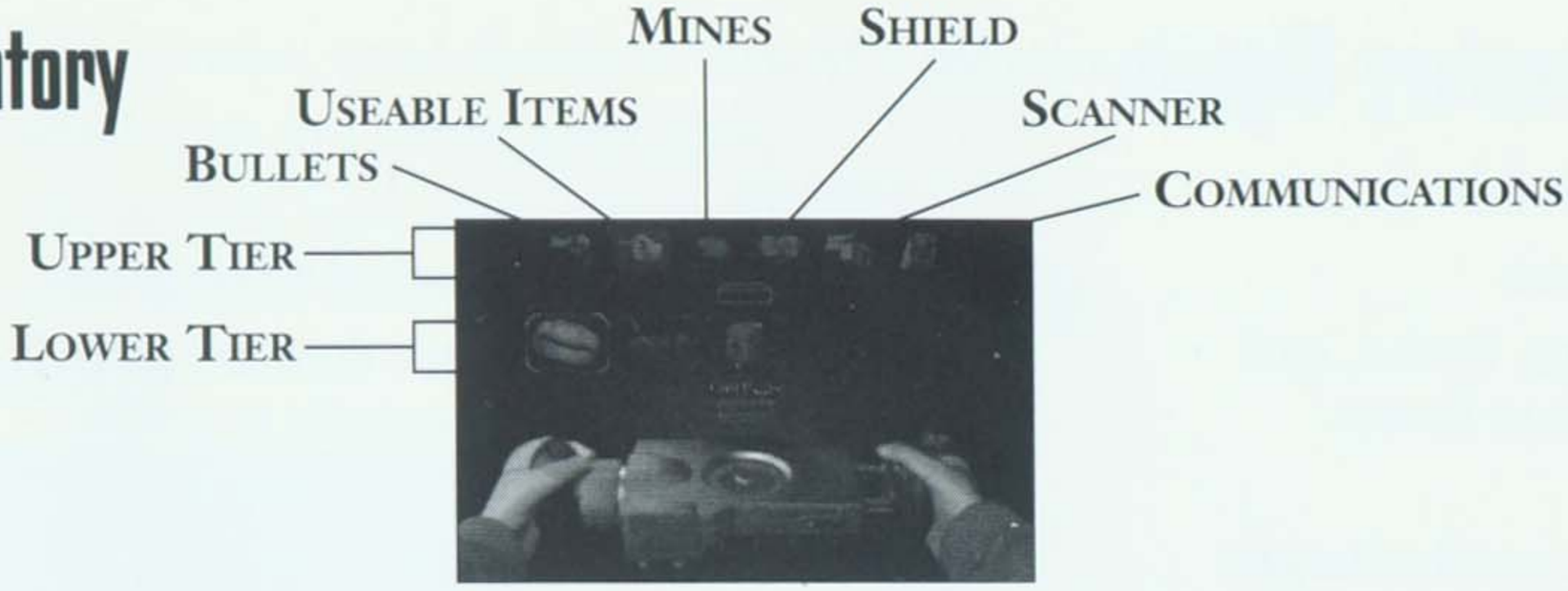
- To throw a Bouncing Mine, press **RIGHT** Ctrl when NOT in Combat Mode.

Auto-Map

Your Auto-Map provides an overview of the immediate area and keeps track of where you've been.

- To toggle the map display, press M.
- To scroll the map, press the arrow keys.
- To increase/decrease the size of the map, press + − on the numeric keypad.
- To center the map on Conrad, press Spacebar.
- To exit the automap, press Esc.

Inventory



The Inventory holds items and messages you collect as you move.

- To access the Inventory, press [I].
- To cycle Inventory Types in the Upper Tier, press [Tab] to move forward, **LEFT**-[Shift][Tab] to move backwards.
- To cycle items in the Lower Tier, press [←] or [→].
- To view a selected item and its description, press **RIGHT** [Shift].
- To activate a selected item, press [Enter].
- To exit the Inventory, press [I] or press [Esc].

Note: You begin the game with a gun, a scanner, a watch, and a communicator.

Communications

Your communicator periodically registers messages alerting you of mission updates and objectives.

- To view a message:

1. Press [I] to access the Inventory.
2. Press [←] or [→] to select a message.
3. Press **RIGHT**-[Shift] to view the message text.
4. Press **RIGHT**-[Shift] to return to the Inventory or [Esc] to return to the game.

Bullet Types

- Normal Bullets
- Plasma Bullets
- Armor Piercing Bullets
- Advanced Plasma Bullets
- Exploding Bullets
- Heat-Seeking Bullets
- Magnetic Pulse Bullets

Note: Magnetic Pulse Bullets do not appear as Available Rounds. Shield Strength diminishes when in use.

Inventory Objects

Usable Items

Watch — Elapsed time since the start of a new game.

Keys, Codes, and Access Passes — Access locked rooms. Once these are picked up, Conrad uses them automatically as needed. Accessing these from the Inventory is unnecessary.

Energy Recharger — Boosts Conrad's energy 50%.

Shields

Normal Shield — Protects Conrad from light enemy gunfire by generating a magnetic field. Drains little to no energy.

Anti-Radiation Shield — Protects Conrad from radiation. Drains little energy.

Camouflage Shield — Renders Conrad invisible to all Morphs but the Predator Morph, who uses the same type of camouflage. Drains moderate energy.

Scanners

Map Scanner — Displays a local view of Conrad's current level. Drains no energy.

Info Scanner — Displays the amount of energy (as a percentage) a targeted object possesses. Drains little energy.

Field Scanner — Displays hidden fields or pressure-sensitive floor switches other scanners can't detect. Drains moderate energy.

Energy Scanner — Displays all active energy recharge sources on Conrad's current level. Drains little energy.

Object Scanner — Displays lockers on Conrad's current level. Drains very little energy.

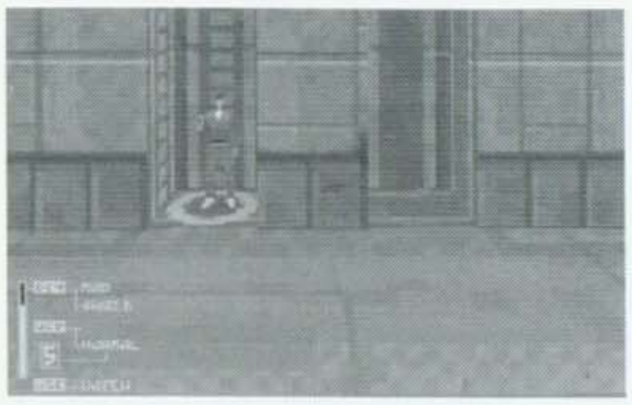
Other Useful Objects

Lockers

Lockers contain items of interest. Be sure to check out all of them.

- To open a locker, stand directly in front of it and press Spacebar.
- To select items in a locker, press ← →.
- To take an item from a locker, press Spacebar.
- To close a locker without taking an object, press Esc.

Teleports



The Morphs' teleportation system transports you to a set location. Active teleporters light up when Conrad enters them.

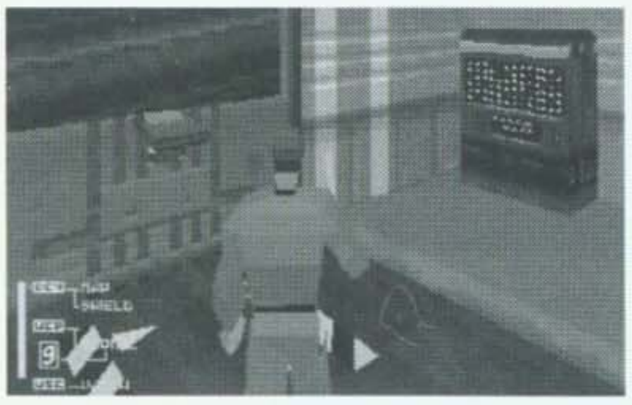
- To teleport, stand on an ACTIVE teleporter and press Spacebar.

Floor Panels

Some floor panels trigger doors, some train enemy weapons on Conrad, and some are electrified.

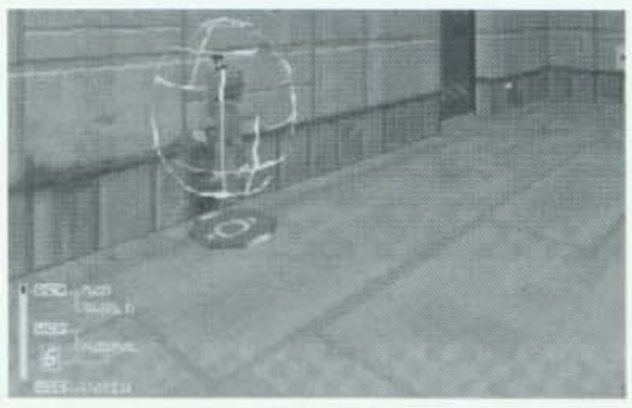
- To activate a floor panel, step on the floor panel.
- To pass without activating a floor panel, walk around it or press J to jump over it.

Access Panels



Step in front of a panel and press Spacebar to activate devices or gain entry to specified locations.

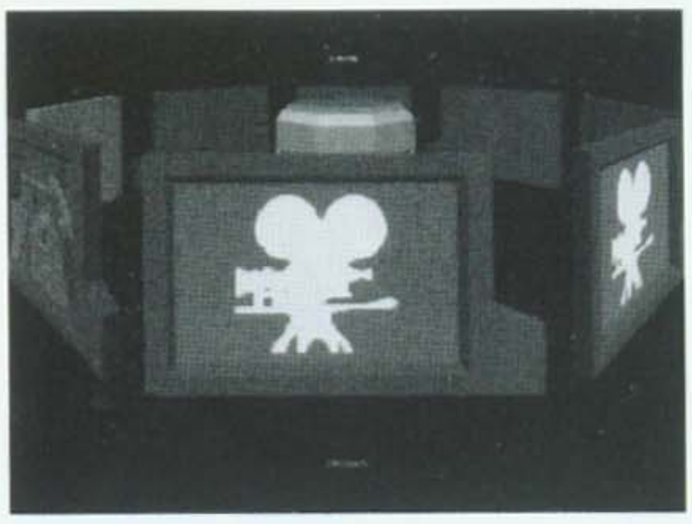
Charging Station



Step on these and press Spacebar to recharge Conrad's shield.

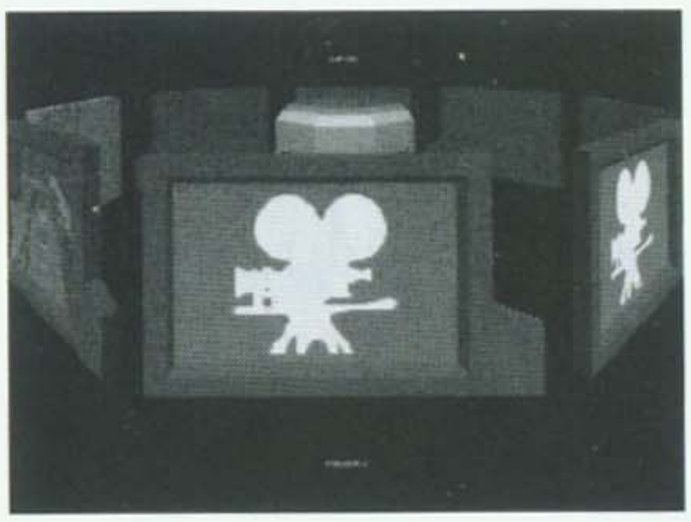
Saving and Loading Games

Fade to Black contains 7 reusable save-game slots.



- To save a game in progress:

1. Press [S] or [Esc] to access the Save menu. The Save Game option menu appears in red.
2. Press [←] or [→] to rotate the carousel to an empty slot (or one you wish to overwrite).
3. Press [Enter], then select YES to confirm (if overwriting a previously saved game). The game is saved at exactly the point you left it.



- To restore a previously saved game:

1. Access the LOAD OPTION from the Information Cell (or press [L] from game). The Load option menu appears in blue.
2. Press [←][→] to rotate the carousel to the saved game you wish to load.
3. Press [Enter], then select YES to confirm.

When Conrad is killed, selecting *RESTART* takes you to the beginning of the current level.

Game Options

Experiment with the options in this section to customize the game environment to your preference. For additional information, see the relevant sections of this manual.

General

InfoCell	Esc ↑ ↑
Sound & Music on/off	Ctrl S

Input

Toggle mouse on/off	Ctrl M
Toggle mouse mode (icon mode/pro mode)	G
Increase mouse sensitivity	**LEFT**-Ctrl X, **LEFT**-Ctrl Y
Decrease mouse sensitivity	**LEFT**-Ctrl Shift X, **LEFT**-Ctrl Shift Y
Toggle joystick on/off	**LEFT**-Ctrl J
Calibrate Joystick	**LEFT**-Ctrl Shift J

Display

Reduce game window	F1
Enlarge game window	F2
Toggle video mode	F7
Darken/Brighten display	< >
Toggle Draft/Detailed/Low map	**LEFT**-Ctrl D
Toggle Flat/Gouraud shading	Ctrl F

FADE TO BLACK™

Input Devices

While many game functions are keyboard controlled, you can choose to employ a mouse or joystick as well.

Mouse

- To walk: click 🖱.
- To run: click 🖱.
- To steer Conrad left or right: Drag the mouse **left/right**.
- To crouch in firing position/stand up from firing position: click 🖱.
- To aim when in firing position: Drag the mouse **left/right**.
- To fire weapon: click 🖱 when in firing position.

Joystick

Standard 2- or 4-Button Joystick

Trigger	Gun Out: Fire Gun Gun In: Operate Lever/Lift/Open Locker
Button 1	In/Out of combat mode
Button 2	Jump
Button 3	w/Joystick LEFT: Step Left w/Joystick RIGHT: Step Right
Forward	Halfway: Walk Full: Run
Backward	Halfway: Small Steps Back Full: Bend

CH Flightstick & ThrustMaster®

Trigger, Buttons, and Directionals are identical to the configurations of the standard joystick.

Throttle Dial	Not Used
Hat Switch	Directional Viewer (Move and hold hat left = Conrad looks left)

Icon Mode

- Press G to activate Icon Mode.
- Drag the cursor to the icon of your choice and click the left mouse button.
- To minimize to a single icon or to expand to Detailed icons, press **LEFT**-Alt and 🖱.
- To drag icons across the screen, press **LEFT**-Shift and 🖱.

Expands to Detailed Icons

Expands to Movement

Expands to Tool

Expands to View Icons

Come out of Gun Mode

Far/Near Mode Toggle

Run

Look Forward

Walk

Look Backward

Jump

Look Left

Duck

Look Right

Reload

Flip

Gun Mode

Small Step Forward

Use

Small Step Backward

Activate

Sidestep Left

Inventory

Sidestep Right

InfoCell

Check Status Minimized

Map

In addition, the 180-degree arrow in the center of the directional icon causes Conrad to turn around.

Option-Related Key Commands

G	Toggles Mouse-mode: with or without icons
LEFT-Ctrl T	Toggles: Text and speech / Text only / Speech only
>	Increase brightness of screen
<	Decreases brightness of screen
F1	Reduces size of screen.
F2	Increases size of screen.
F3	Reduces Sound volume.
F4	Increases Sound volume.
F5	Reduces Music volume.
F6	Increases Music volume.
F7	Changes screen resolution (320x200, 640x400, 320x240).
F8	Toggle button: Activates/Deactivates speed limitation to and from 15 frames per second.
F9	Toggle button: Far or closeup view of Conrad in combat mode with drawn gun
LEFT-Ctrl J	Toggle command: Activates/Deactivates the joystick.
LEFT-Ctrl Shift J	Calibrates the joystick.
LEFT-Ctrl M	Toggle command: Activates/Deactivates the mouse
LEFT-Ctrl S	Toggle command: Activates/Deactivates Sound and Music.
LEFT-Ctrl D	Low resolution Mode (to increase speed on a lower end PC).
LEFT-Ctrl F	Toggle between Flat and Gouraud shaded Polygons.
LEFT-Ctrl G	Monochrome or multi-color screen mode.

CREDITS

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Action Key Command Summary

P or Pause	Pause the game
↑	Run
←	Turn left
→	Turn right
↓	Duck to avoid enemy fire
8 (numeric)	Run
5 (numeric)	Walk
2 (numeric)	Duck
0 (numeric)	Small step backwards
4 (numeric)	Turn left
6 (numeric)	Turn right
1 (numeric)	Move to the left
3 (numeric)	Move to the right
7 (numeric)	Look to the left
9 (numeric)	Look to the right
.	Turn 180 degrees
-	Toggles Normal and Combat modes
↵Enter	Reloads gun
+	Fire gun (Combat mode) or Throw Bouncing Mine (Normal mode)
*	Small step forward
/	Jump
RIGHT-Shift + ↓	Turn 180 degrees
Page Up	Short step forwards
Page Down	Short step backwards
RIGHT-Shift + ↑	Walk
RIGHT-Shift + ← →	Small step to the left/right
RIGHT-Alt or V	Toggles Normal and Combat modes
RIGHT-Ctrl or B	Opens fire if you are in Combat mode. If your gun is holstered, throws a bouncing mine.
Enter	Reloads your gun
Spacebar	Activates a lever/button or elevator, opens a locker
1, 2, 3, 4, 5	Selects the object corresponding to that object's number in the inventory
7, 8, 9, 0	Look around you
M	Map
J	Jump (while standing or walking)
RIGHT-Alt	Accelerates spaceship.
I	Open inventory
U	Use the object selected in the inventory
Esc ↑ ↑	Leave Player Mode and go to Info-Cell
L	Loads a saved game
S	Saves the games current status

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